

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A gaming machine₁ comprising:

(a) ~~variable display means~~ device for ~~varyingly displaying~~ varying a display of a plurality of symbols;

(b) ~~lottery means~~ device for executing a lottery for a prize pattern under control of the CPU;

(c) ~~stop control means~~ device for controlling and stopping the variable display means device under control of the CPU;

(d) ~~stop control selection means~~ device for selecting a control type of the stop control ~~means device~~ based on a result of the lottery under control of the CPU;

(e) ~~shielding means~~ device for shielding a view of the variable display ~~means device under control of the CPU~~, the shielding ~~means device~~ being disposed in front of the variable display ~~means device~~; and

(f) ~~shielding control means~~ device for controlling the shielding ~~means device~~ under control of the CPU to be in either a state that a player can see the symbols or a state that ~~a the~~ player cannot see the symbols ~~based on the control type selected by the stop control selection means~~ so that a stopping order is indicated, by controlling the shielding device such that (i) a display area of a reel that is to be stopped is in the state that the player can see the symbols on the reel and (ii)

display areas of other reels that are not to be stopped are in the state that a player can see the symbols on those reels.

2. (Currently Amended) The gaming machine according to Claim 1, where in the shielding ~~means~~ device comprises an electronic shutter.

3. (Currently Amended) The gaming machine according to Claim 1, further comprising:

special game control means for causing a special gaming state that is advantageous to the player under a predetermined condition,

wherein the shielding control ~~means~~ device controls the shielding ~~means~~ device during the special gaming state.

4. (Currently Amended) The gaming machine according to Claim 3, wherein the shielding ~~means~~ device comprises an electronic shutter.

5. (Currently Amended) A gaming machine having a display device, comprising:

(a) a substantially transparent panel disposed on the display device;

(b) an image display device for displaying an image under control of the CPU, the image display device being provided behind the panel, so as to show the image visibly through the panel;

(c) a shutter being disposed behind the image display device; and

(d) ~~a variable display device for displaying-varying a display of symbols varyingly~~
under control of the CPU, the variable display device being provided behind the
shutter such that at least a portion of the symbols is shielded by the shutter;

wherein the shutter is controlled such that the portion of the symbols is shielded
or shown through the panel ~~based on a control by a player~~ so that a stopping order
is indicated by controlling the shutter such that a display area of a reel having the
portion of symbols (i) is not shielded if that reel is to be stopped and (ii) is shielded if
that reel is not to be stopped.

6. (Original) The gaming machine according to Claim 5, wherein the shutter
comprises an electronic shutter.

7. (Currently Amended) The gaming machine according to Claim 5, wherein:
the shutter is formed in a substantially flat shape; and
~~wherein~~ the shutter comprises at least a substantially transparent portion
such that another portion of the symbol behind the shutter is not shielded by the
shutter.

8. (Original) The gaming machine according to Claim 5, wherein the image display
device comprises a liquid crystal display.

9. (Currently Amended) The gaming machine according to claim 5, the gaming machine comprising a light being disposed behind the shutter such that the ~~symbol is~~symbols are illuminated.
10. (Currently Amended) The gaming machine according to Claim 5, wherein the variable display device comprises a ~~the~~ reel; and
wherein the reel has a plurality of symbols on an outer peripheral surface thereof.
11. (New) A method of controlling a display associated with play of a game in which symbols in each of multiple groups of symbols are varied and a player directs the stopping of the varying symbols in each group of symbols independently, comprising:
simultaneously displaying varying symbols in each group of symbols; and
prior to the player directing the stopping of the varying symbols in one of the multiple groups of symbols, simultaneously shielding the displayed varying symbols in all of the multiple groups of symbols from the player, except for the displayed varying symbols in the one group of symbols.
12. (New) The method according to Claim 11, further comprising:
after the player directs the stopping of the varying symbols in the one group of symbols and prior to the player directing the stopping of the varying symbols in another one of the multiple groups of symbols, simultaneously shielding (i) the

displayed varying symbols in all of the multiple groups of symbols from the player,
except for the displayed varying symbols in the other group of symbols.

13. (New) The gaming machine according to Claim 11, wherein:

after the player directs the stopping of the varying symbols in the one group of
symbols, displaying the stopped symbols in the one group of symbols; and

prior to the player directing the stopping of the varying symbols in another one of
the multiple groups of symbols, shielding the display of the stopped symbols in the
one group of symbols from the player.